

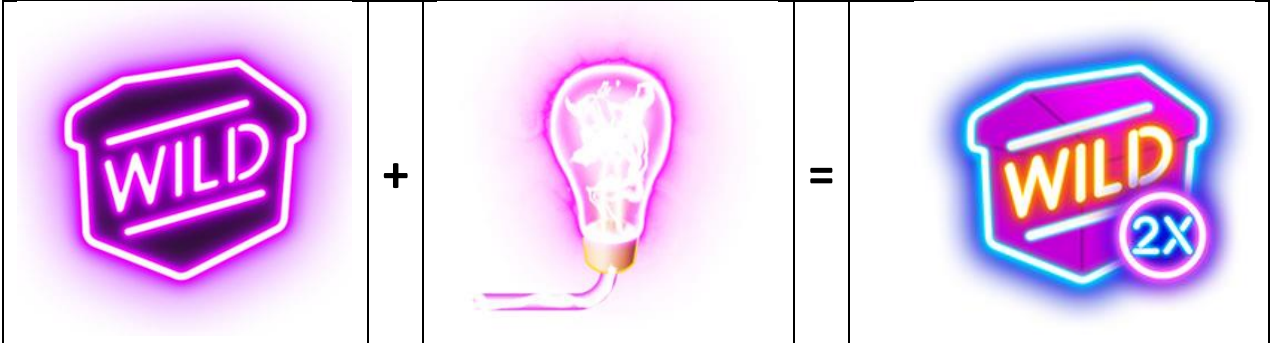
MONOPOLY ELECTRIC WINS – HELP MENU

Page 01:

PAYTABLE

WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.
WILD Symbol only appears on reels 1, 2, 3, 4 and 5.

Any ELECTRIC BULB symbol appearing on reel 6 will turn every Wild symbol displayed on the reels into Wild X2.
ELECTRIC BULB Symbol only appears on reel 6. Any combination containing a Wild X2 will be multiplied by 2 x the number of wilds in the winning combination.



Only highest winner paid per winning combination.
Wins occur on adjacent reels, beginning with the leftmost reel.

SCATTER



WILD



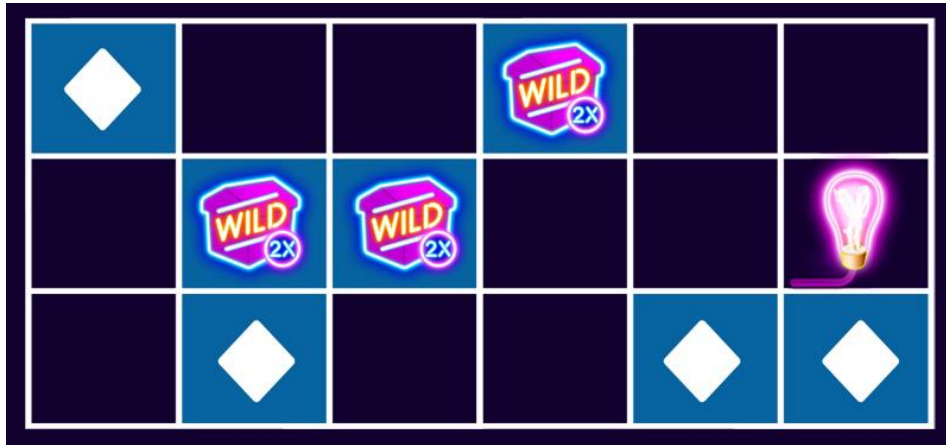
PAYTABLE

If a WILD X2 symbol appears in a winning combination, it will multiply the pay by 2.

If multiple WILD X2 symbols are part of the same winning combination, the multiplier value of each WILD X2 will be added together.

For example, if 3 WILD X2 symbols are part of the same winning combination, the pay will be multiplied by 6. When multiple ways of the same symbol are affected by different amounts of WILD X2, the highest WILD X2 multiplier value will be applied.

729 ways combo pay evaluation sample:



In the above case, both ways pay will be multiplied by 6.

SCATTER






WILD



PAYTABLE

WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.

WILD Symbol only appears on reels 1, 2, 3, 4 and 5.

	6 100 5 50 4 25 3 10		6 50 5 25 4 14 3 8		6 50 5 25 4 14 3 5
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Only highest winner paid per winning combination.

Wins occur on adjacent reels, beginning with the leftmost reel.

SCATTER






WILD



PAYTABLE

WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.

WILD Symbol only appears on reels 1, 2, 3, 4 and 5.

	6	50		6	40		6	40
	5	25		5	20		5	20
	4	14		4	12		4	12
	3	5		3	4		3	4

Only highest winner paid per winning combination.
Wins occur on adjacent reels, beginning with the leftmost reel.

SCATTER







WILD



PAYTABLE

WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.
WILD Symbol only appears on reels 1, 2, 3, 4 and 5.

	6 30		6 30		6 30		6 30
	5 15		5 15		5 15		5 15
	4 10		4 10		4 10		4 10
	3 3		3 3		3 3		3 3

Only highest winner paid per winning combination.
Wins occur on adjacent reels, beginning with the leftmost reel.

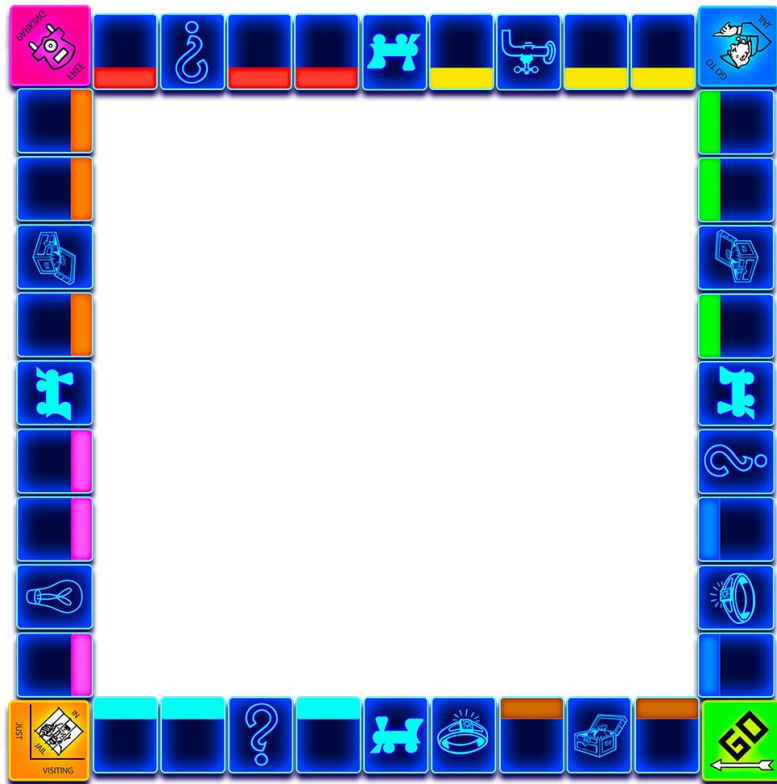
SCATTER



WILD



BOARD FEATURE



Each bet level corresponds to a board state. If the bet changes, the board state will change to the corresponding board state for that bet level.

Each time the SPIN button is pressed, the reels spin and 2 dice are thrown.

The player moves on the board according to the number obtained on the dice.
When the player lands on an unowned property, the property is marked as “owned”.


All properties of the same colour must be “owned” before any property development can take place.

Developments do not need to be uniform across the property set. For example, a set can have 1 hotel on a property, 1 house on another, etc.

Once a player owns all properties in a colour set, they build houses by landing on a property in the owned set. Houses are built one at a time. After 4 houses are built, the subsequent development is a hotel. One (1) hotel is the maximum development for any given property.




BOARD FEATURE

WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.

Special Tiles	Events
<p data-bbox="349 451 516 483">Free Parking</p> 	<p data-bbox="686 348 1369 764">When landing on FREE PARKING, “owned”, house or hotel developments are placed randomly on the board. Free Parking can trigger the Free Spins Bonus. Houses and hotels can be built via Free Parking even if all other properties in the colour set are not owned. Free Parking can build multiple houses on a single property. In the event that Free Parking completes more than one hotel set, a single Free Spin trigger is awarded. Depending on the state of the board, the Free Parking feature may not mark properties as owned, or place houses or hotels.</p>
<p data-bbox="370 810 495 842">Go to Jail</p> 	<p data-bbox="686 852 1344 951">When landing on GO TO JAIL, the player is sent to JAIL SQUARE. They will be able to leave JAIL SQUARE on the next spin.</p>


BOARD FEATURE

WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.

Special Tiles	Events
<p data-bbox="383 386 480 415">Chance</p> 	<p data-bbox="688 396 1370 541">When landing on CHANCE, additional CHANCE symbols will be added to the reels. All CHANCE will reveal the same symbol at the end of the spin. The CHANCE feature can be triggered during the Free Spins Bonus.</p>
<p data-bbox="315 716 552 745">Community Chest</p> 	<p data-bbox="688 686 1354 926">When landing on COMMUNITY CHEST, a 2 x 2 or 3 x 3 CHEST will be placed randomly on the reels which will reveal a symbol at the end of the reel spin. If an ELECTRIC BULB Symbol appears on the 6th reel, the CHEST will always reveal a WILD symbol. The COMMUNITY CHEST feature can be triggered during the Free Spins Bonus.</p>
<p data-bbox="375 1094 485 1123">Railroad</p> 	<p data-bbox="688 1073 1354 1278">When landing on RAILROAD, the player is moved randomly to a different coloured property on the board. By doing so, if the player completes a set of hotels, the Free Spins are triggered. The RAILROAD feature can be triggered during the Free Spins Bonus.</p>

BOARD FEATURE

WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.



Special Tiles	Events
<p data-bbox="326 310 542 342">Ring/Luxury Tax</p> 	<p data-bbox="690 369 1284 432">When landing on RING, all low paying symbols are removed from the reels.</p> <p data-bbox="690 443 1354 506">The RING feature can be triggered during the Free Spins Bonus.</p> <p data-bbox="690 516 1365 611">In the event of a win, low symbols will be substituted for high symbols. If there is no win, no substitution will take place.</p>

The following symbols will be removed:



BOARD FEATURE

WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.

Special Tiles	Events
<p data-bbox="342 310 524 338">Water Works</p> 	<p data-bbox="688 422 1349 558">When landing on WATER WORKS, WILD symbols will be placed randomly on the reels. The WATER WORKS feature can be triggered during the Free Spins Bonus.</p>
<p data-bbox="350 714 516 741">Electric Bulb</p> 	<p data-bbox="688 827 1308 963">When landing on ELECTRIC BULB, an ELECTRIC BULB symbol is guaranteed to land on the 6th reel. The ELECTRIC BULB can be triggered during the Free Spins Bonus.</p>

FREE SPINS BONUS

The Free Spins Bonus is triggered when a full set of hotels (2 or 3 depending on the property colour) is developed on a set of coloured properties. In the event that Free Parking completes more than one hotel set, a single Free Spin trigger is awarded.

The player is then awarded 4 to 16 free spins, according to the number obtained on the thrown dice.

If the initial dice roll is less than 5, the dice are rerolled and the result is added to the first roll.

The spins during the Free Spins Bonus can trigger all the same features on the board as during normal spins.








Free spins can be retriggered by completing additional hotel sets during the Free Spins Bonus. The player is then awarded 4 to 16 free spins, according to the number obtained on the thrown dice.

During the Free Spins Bonus, an alternate set of reels is used and the player moves on the board according to all standard board rules

The player will be paid when landing on properties with developments. The property pay range depends on the colour of the property as well as the number of developments on the property at the time.

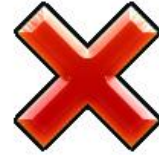
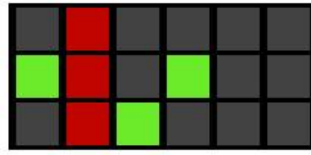
At the end of the Free Spins Bonus, all property developments are removed from the board.

FREE SPINS PROPERTY PAYS

								
	Win from 5 to 30	Win from 5 to 30	Win from 10 to 40	Win from 10 to 40	Win from 10 to 60	Win from 10-60	Win from 40-80	Win from 40-80
	Win from 10 to 40	Win from 10 to 40	Win from 15 to 50	Win from 15 to 50	Win from 30 to 70	Win from 30 to 70	Win from 50 to 90	Win from 50 to 90
	Win from 15 to 50	Win from 15 to 50	Win from 20 to 70	Win from 20 to 70	Win from 40 to 90	Win from 40 to 90	Win from 60 to 100	Win from 60 to 100
	Win from 25 to 100	Win from 25 to 100	Win from 30 to 110	Win from 30 to 110	Win from 50 to 125	Win from 50 to 125	Win from 70 to 150	Win from 70 to 150
	Win from 30 to 250	Win from 30 to 250	Win from 40 to 300	Win from 40 to 300	Win from 60 to 400	Win from 60 to 400	Win from 75 to 500	Win from 75 to 1000

All property pays are multiplied by the current total bet divided by 20.

WAYS



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GAME RULES

- 729 Ways to win.
- Only highest winner paid per winning combination.
- Wins occur on adjacent reels, beginning with the leftmost reel.
- Wins on multiple ways are added together.
- All way pays are multiplied by the current total bet divided by 20.
- WILD Symbol substitutes for any other symbol except for the ELECTRIC BULB symbol.
- WILD Symbol only appears on reels 1, 2, 3, 4, and 5.
- ELECTRIC BULB Symbol only appears on reel 6.

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LEGAL NOTICES

Any combination of wins in a single game is limited and will not exceed \$250,000.00. It may not be possible to reach this limit in a single game from every bet configuration.

In accordance with fair gaming practices, the outcome of each and every game is completely independent.

The chances of getting a particular outcome are always the same at the start of every game.

The expected return for this game is 96.30%. This reflects the theoretical return across many plays.

The prizes are paid in accordance with the payout table available on the game interface.

Malfunction voids all pays and plays.

Any game in progress for more than 30 days will be cancelled, and the corresponding bet will be refunded.

Client Version X.X.X

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